

In the Claims:

Please cancel claims 1-2, 7-8, 12-13, and 18-20. The claims are as follows:

1-2. (Canceled)

3. (Original) A method for including screen display objects in an HTML table, comprising the steps of:

combining a first x coordinate and a second x coordinate for each screen display object of a plurality of screen display objects, to provide a set of x coordinates;

combining a first y coordinate and a second y coordinate for each screen display object of the plurality of screen display objects, to provide a set of y coordinates;

creating an HTML table having rows and columns, wherein column widths are determined by elements of the set of x coordinates and row heights are determined by elements of the set of y coordinates; and

loading a screen display object of the plurality of screen display objects into a cell of the HTML table at an intersection of at least one row of the table and at least one column of the table, wherein the at least one row is determined by a y coordinate of the screen display object and the at least one column is determined by an x coordinate of the screen display object.

4. (Original) A method for including screen display objects in an HTML table, comprising the steps of:

for each screen display object of a plurality of screen display objects, determining a plurality of Cartesian coordinate pairs that specify a location of the screen display object;

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combining a first x coordinate and a second x coordinate for each screen display object of a plurality of screen display objects, to provide a set of x coordinates;

combining a first y coordinate and a second y coordinate for each screen display object of the plurality of screen display objects, to provide a set of y coordinates;

creating an HTML table having rows and columns, wherein column widths are determined by elements of the set of x coordinates and row heights are determined by elements of the set of y coordinates; and

loading a screen display object of the plurality of screen display objects into a cell of the HTML table at an intersection of at least one row of the table and at least one column of the table, wherein the at least one row is determined by a y coordinate of the screen display object and the at least one column is determined by an x coordinate of the screen display object.

5. (Original) A method for including screen display objects in an HTML table, comprising the steps of:

combining a first x coordinate and a second x coordinate for each screen display object of a plurality of screen display objects, to provide a set of x coordinates;

combining a first y coordinate and a second y coordinate for each screen display object of the plurality of screen display objects, to provide a set of y coordinates;

creating an HTML table having rows and columns, wherein column widths are determined by differences between consecutive elements of the set of x coordinates and row heights are determined by differences between consecutive elements of the set of y coordinates; and

loading a screen display object of the plurality of screen display objects into a cell of the HTML table at an intersection of at least one row of the table and at least one column of the table, wherein the at least one row is determined by a y coordinate of the screen display object and the at least one column is determined by an x coordinate of the screen display object.

6. (Previously presented) A method for including screen display objects in an HTML table, comprising the steps of:

combining a first x coordinate and a second x coordinate for each screen display object of a plurality of screen display objects, to provide a set of x coordinates;

combining a first y coordinate and a second y coordinate for each screen display object of the plurality of screen display objects, to provide a set of y coordinates;

including an x coordinate of an origin in the set of x coordinates;

including a y coordinate of the origin in the set of y coordinates;

determining a number of elements in the set of x coordinates and a number of elements in the set of y coordinates;

creating an HTML table having a number of rows determined by the number of elements in the set of y coordinates and having a number of columns determined by the number of elements in the set of x coordinates, wherein for each row of the HTML table a row height is computed from elements of the set of y coordinates and for each column of the HTML table a column width is computed from elements of the set of x coordinates; and

loading a screen display object of the plurality of screen display objects into a cell of the HTML table at an intersection of at least one row of the table and at least one column of the

table, wherein the at least one row is determined by a y coordinate of the screen display object and the at least one column is determined by an x coordinate of the screen display object.

7-8. (Canceled)

9. (Previously presented) The method of claim 3, further comprising the steps of:

including an x coordinate of an origin in the set of x coordinates; and

including a y coordinate of the origin in the set of y coordinates.

10. (Previously presented) The method of claim 4, further comprising the steps of:

including an x coordinate of an origin in the set of x coordinates; and

including a y coordinate of the origin in the set of y coordinates.

11. (Previously presented) The method of claim 5, further comprising the steps of:

including an x coordinate of an origin in the set of x coordinates; and

including a y coordinate of the origin in the set of y coordinates.

12-13. (Canceled)

14. (Previously presented) The method of claim 3, wherein said creating step comprises creating

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the HTML table such that the number of rows is equal to the number of elements in the set of y coordinates and the number of columns is equal to the number of elements in the set of x coordinates.

15. (Previously presented) The method of claim 4, wherein said creating step comprises creating the HTML table such that the number of rows is equal to the number of elements in the set of y coordinates and the number of columns is equal to the number of elements in the set of x coordinates.

16. (Previously presented) The method of claim 5, wherein said creating step comprises creating the HTML table such that the number of rows is equal to the number of elements in the set of y coordinates and the number of columns is equal to the number of elements in the set of x coordinates.

17. (Previously presented) The method of claim 6, wherein said creating step comprises creating the HTML table such that the number of rows is equal to the number of elements in the set of y coordinates and the number of columns is equal to the number of elements in the set of x coordinates.

18-20. (Canceled)